

Numina for V5

Rules for Hedge Magic and Psychic Phenomena

– a homebrew by gfauxpas

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Numina for V5

This is an implementation of V20's Numina's implemented in V5's mechanics. Numina (singular: Numen) are supernatural abilities in the World of Darkness that are usable by mortals that are not mages.

How are these rules meant to be used?

They are primarily meant for hunters to give them a boost of power in fighting vampires, but any character can make use of them to implement a mortal that knows psychic powers or hedge magic. Initially this project was only meant to design powers for SPCs, but in its current iteration it is also suitable for player characters.

These Numina are mostly from **Hunters Hunted II**, a splat for running a game with mortal hunters in the World of Darkness. There are two reasons that these mechanics are, as written, more suitable for SPCs than for PCs: 1) They have not been playtested and 2) I do not know if there are any players interested in playing

mortals in a World of Darkness game. If you want to discuss implementation of these contents for player characters, please contact me on Discord (my handle is [gfauxpas#9497](#)).

Yes. These can be used by the Creatures of Horror as described in V5 (pp. 376-377): Werewolves, Mages, Faeries, and Spirits. In fact, it is from the Creatures of Horror section that I got the idea to make this adaptation of Numina using the mechanics for Disciplines. Similar to the suggested mechanic of using Disciplines to approximate non-vampiric powers, I have implemented non-vampiric powers using Discipline mechanics.

What is the difference between Hedge Magic Numina and Psychic Phenomenon Numina?

They have the same mechanics but have a different in-universe flavor and feel. This is discussed in more depth in Chapter 4 of *The Hunters Hunted II*, but briefly:

Hedge Magic is a loose collection of Numina Paths cobbled together from snippets of superstitions, old wives' tales, and folklore. Practitioners of Hedge Magic believe in the lessons of these legends as *fait accompli*. A shared hearth lore across comparatively unenlightened human experience comprises the powers of these Numina Paths: They may have been called witchcraft, medicine, or juju in the myriad societies from which they're drawn. Some practitioners employ this type of Numina to curse their enemies, to look into the future, to heal with a touch, or other such "folk" practices. (HH2, p. 71)

Psychics are people with the ability to perceive forces hidden from mundane senses through extrasensory perception, who may then use their minds to manipulate these supernatural elements. Some people are just born with unusual gifts or raw talent that leads to the discovery of these paranormal abilities,

such as telepathy, telekinesis, and clairvoyance. Psychic Numina Paths thus involve the mind perceiving and altering the material world. (HH2, p. 77)

Why are your Numina different from the Numina presented in *Hunters Hunted II*?

I have changed Paths or individual Numina if I felt the changes would make the abilities more interesting. Some Paths have been renamed or are more than one Path merged. Other Paths are restylings of the original path rather than direct adaptations. The few Cantrip Arts included in this text are meant to be used as either Hedge Magic or Psychic Phenomena but are nevertheless presented as Cantrip Arts because they are based on abilities in *Changeling: The Dreaming*.

Optional Rules

My design philosophy was to not introduce any fields or trackers that are not already on the vampire character sheet when creating mortal SPCs with Numina. The issue to

be addressed is that there needs to be a limited resource that controls how often SPCs can use Numina, since they do not have a Hunger mechanic like vampires do.

How do SPCs recover said limited resource? In general, they do not need to. The quantity they have at the beginning of the story is typically enough to get them through the entire story. If mechanics for recovery are needed, consider the options in the *The Hunger Game* optional rules in **Vampire** (p. 292), except reversed to increase resources rather than decrease resources. Or, have the SPC recover some or all of the resource every session.

The following are suggestions as to what the limited resource could be to determine how often an SPC can use Numina:

Option 1:

Storyteller Fiat

For this option, there is no mechanical cost for using Numina, and SPCs can use Numina whenever the plot dictates so. This is the best option for using Numina as plot devices.

Option 2:

Rouse Checks with Willpower or Health

This is the option suggested by **Vampire** (p. 376). The SPC rolls a check. On a failure, they take one superficial Willpower damage.

Option 3:

Flat Willpower Cost

Numina cost Willpower. For example, if the cost of a rank 3 Numen is two, then the mortal takes two superficial Willpower damage to use it.

Option 4:

Mana Points

This is method I recommend for PCs (or SPCs controlled by players).

This method is similar to the ubiquitous mana bar of video games. It is based on the Psi resource from the **Trinity** game system. You can call them Sorcery Points, Mana Points, Psi Points, or anything else.

This system uses the Humanity bar to track the character's resources, since the Humanity bar is irrelevant to mortals. A character with Numina has a starting pool size calculated using the following Attributes:

- **Stamina:** Numina tax the body, causing physical fatigue
- **Charisma:** Force of personality is conducive to using Numina well
- **Wits:** Using Numina requires agility of thought.

The Starting Size of the pool is $(\text{Stamina} + \text{Charisma} + \text{Wits})/2 + 3$, **rounded up**. The size of the pool can be increased by increasing the dots in the Attributes. The pool size cannot exceed ten.

The character periodically rolls a number of dice equal to the expended points in the pool. They recover a number of points equal to the number of successes on that roll. The rate of recovery would need to be playtested, but as a suggestion: Roll to recover every hour of play time or every two hours of setting time. (See: **The Hunger Game** in **V5** (p. 292)). Characters would recover all points after a full night's rest.

Option 5:

“Hunger” Dice

This is suggested when using these Numina to represent a Faerie's Cantrip arts. It borrows ideas from Charlie Cantrell's **Changeling: The Dreaming** homebrew conversion of C20 to V5. Choose a concept that the SPC does not want to accumulate, such as Bedlam for Faeries. The Faerie can perhaps have no fewer than 1 Bedlam Die while on the material plane. Paying for a Numen involves rolling checks to see if the Faerie increases the number of Bedlam Dice the Faerie has, the same way vampires Rouse the Blood to pay for Discipline powers. Bedlam Failures and Bedlam Criticals have consequences that the Storyteller decides. (Perhaps the Bedlam Dice cannot be lowered outside of the Dreaming.)

Hedge Magic: The Way of Abjuration

A Hedge Magic Path inspired by the Via Geniorum in **The Hunters Hunted II**

(Placeholder)

This Path involves Spirits, thus, I will come back to it when Cult of the Blood Gods is finished and establishes V5 rules and mechanics for spirits.

Psychic Phenomenon: Animal Psi
A Numina Path inspired by Animal Psi in *The Hunters Hunted II*

These powers allow the hunter to use psychic powers to communicate with animals, to read their thoughts and motives, and to issue them commands. These powers only work on vertebrates. Numina that mention speaking to an animal or an animal hearing the Psychic work normally with animals such as snakes that do not hear in the same sense that mammals hear.

The Difficulties of tests involving these Numina are affected by the nature of the animal interacted with, as presented in the following table:

TYPE OF ANIMAL	DIFFICULTY MODIFIER
Trained or domesticated mammals	-1
Trained or domesticated birds, wild or feral mammals	+/- 0
Trained or domesticated reptiles, wild or feral birds	+1
Any other animal	+2

The Psychic's dice pool when using Numina on animals can be altered depending on how friendly or hostile the animal is to the Psychic from previous interactions.

Rank 1

Zooslingualism

A Psychic with knows Animal Psi can communicate with animals.

- **Cost:** Free
- **System:** The Psychic can communicate with animals as if they shared a language. Additionally, the Psychic adds their Animal Psi rating to all Animal Ken tests involving any mammal or any trained or domesticated bird.
- **Duration:** Passive

Rank 2

Compel Animal

The Psychic has the ability to supernatural enforce supernatural commands when communicating with animals.

- **Cost:** Free
- **Dice Pools:** Manipulation + Animalism
- **System:** The Psychic can issue a single-action command, no longer than a short sentence, to be obeyed to the letter. Eye contact is not required, but the animal must be able to hear the Psychic. No roll is required for commands that are consistent with the animal's general

behavior, and such commands are not recognized by the animal as coercive. Issuing commands that go against the animal's nature or loyalties requires a Manipulation + Animalism test (Difficulty based on how contrary the commands are to the animal's natural tendencies) and the demands are recognized by the animal as coercive. This Numen does not function on ghouls.

- **Duration:** No more than a single scene

Rank 3

Commune with Animals

The Psychic can utilize the senses of an animal in addition to their own senses.

- **Cost:** One
- **Dice Pools:** Manipulation + Animal Psi
- **System:** As the Auspex Discipline power's Share the Senses in *V5* (p. 250), except only usable on animals. The condition "someone who still has some of the user's Blood in their body" is replaced with "an animal that the Psychic has previously established a friendly or trusting relationship with." This Numen does not function on ghouls.
- **Duration:** One scene

Rank 4

Possess Animal

The Psychic can temporarily take full control of an animal, as if its body were their own.

- **Cost:** Two
- **Dice Pools:** Manipulation + Animal Psi
- **System:** As the *Auspex/Dominate* amalgam power *Possession* in **V5** (pp. 251-252), except only usable on animals. Rather than needing to have had eye contact with the animal, the Psychic needs to have had a friendly encounter with the animal. Use a base Difficulty of 4 instead of the animal's dice pools. It is the Storyteller's discretion which Numina are usable while using *Possess Animal*. This Numen does not function on ghouls.

- **Duration:** Until ended, voluntarily or involuntarily

Rank 5

Animal Mastery

The Psychic has superlative control of the animals they interact with.

- **Cost:** Two
- **Dice Pools:** Manipulation + Animal Psi
- **System:** As the *Animalism Discipline* power *Animal Dominion* in **V5** (p. 247)
- **Duration:** A single scene or until the directive is fulfilled, whichever is shortest

Psychic Phenomenon: Astral Projection
A Numina Path inspired by Astral Projection in **The Hunters Hunted II**

These powers allow the Hunter to control their mind as a separate entity from their body. The most well-known abilities of Astral Projection involve manifesting the Psychic's persona as a spiritual form that can travel to the Astral Plane, a realm in the Umbra that overlays the material world. This astral form probably looks like a translucent and hazy version of the Psychic and may be attached to the Psychic's body by a silver cord. Though this apparition is not a ghost, imagery borrowed from ghost movies or literature might be appropriate.

While on the Astral Plane, the Psychic can perceive ghosts, spirits, and other astral travelers. Any ability allowing the Psychic to send forth their projected being is invisible while doing so except by the entities mentioned above. The projection can also be seen by any ability that allows a person to perceive ghosts. The Psychic can sense the projection's surroundings as if they were there in body using their five senses but cannot manipulate their environment as an apparition.

Rank 1

Mind-Body Dualism

The Psychic's mind is slightly "off-center," confounding those who attempt to mentally manipulate the Psychic.

- **Cost:** Free
- **System:** As the Fortitude power Unswayable Mind in V5 (p. 259).
- **Duration:** Passive

Rank 2

Astral Jaunt

The Psychic separates their mental persona from their body and sends it travelling through the Astral Plane.

- **Cost:** One
- **System:** The Psychic's persona leaves their body, leaving it limp and comatose. The projection can travel through objects, walls, and terrain. (The speed of travel is whatever is appropriate to the narrative but is on the order of magnitude of 100 kilometers per hour.) Choosing to end this ability snaps the Psychic's persona back to their body instantaneously, as does damaging or roughhousing the Psychic's physical form. By default, the Psychic cannot use this ability and Apparate simultaneously.
- **Duration:** Until ended, voluntarily or involuntarily

Rank 3

Apparate

This Numen allows the Psychic to project their persona great distances and with partial tangibility.

- **Cost:** One
- **System:** The Psychic chooses a destination. It can be a place they have visited before, a space adjacent to a person they have met before, or at an object they have touched. Alternatively, instead of having personally interacted with the target, they could have enough detailed knowledge to describe the target thoroughly and uniquely. They instantaneously manifest as a stationary presence at the destination. The Psychic has control of their physical body and their apparition simultaneously.
- The Psychic using this Numen can choose to have their projection be visible and audible. By default, the Psychic cannot use this ability and Astral Jaunt simultaneously.
- **Duration:** One scene

Rank 4

Mind Meld

This Numen allows the Psychic to use other Astral Projection Numina on other people.

- **Cost:** One per each additional target
- **System:** Whenever the Psychic uses a Numen that normally would only affect themselves, they can extend the Numen to any number of people in contact with the Psychic or nearby.
- **Duration:** As per Numen amplified

Psychic Trauma

The Psychic's persona manifests as a visible ghostly copy that moves in perfect synchrony with the Psychic. The Psychic's copy attacks their opponents' minds whenever the Psychic performs physical attacks.

■ **Cost:** Two

■ **System:** While using this power, every time the Psychic would cause Health damage to an opponent, an equal amount of un-halved Willpower damage is done to the same opponent.

■ **Duration:** One scene

Rank 5

Thoughts Made Manifest

The Psychic has superlative control over their projection.

■ **Prerequisite:** Astral Jaunt, Apparate

■ **Cost:** No additional cost

■ **System:** The Psychic can use Astral Jaunt while using Apparate and vice versa.

■ **Duration:** Passive

Cantrip Art: Beguilement
An Art inspired by Chicanery and Legerdemain in **Changeling: The Dreaming (V20)**

This path is inspired by the Chicanery and Legerdemain Arts in **Changeling**. The Art of Beguilement allows the Faerie to create illusions and hallucinations. All of these effects exist only in people's minds and imaginations, though they can certainly result in tangible consequences as people's behavior responds to being beguiled. These Cantrips are supernatural coercion effects for the purposes of Disciplines and Numina that protect against such. Resisting a Cantrip is not a perception roll. When a description of a Cantrip mentions Wits/Resolve, the intent is that Wits be used to describe a reactive response to the Cantrip whereas Resolve is used for a conscious decision to analyze the scenario. The word "person" or "people" in Cantrip descriptions are used loosely and include Fae entities that would object to being called a person. A Cantrip that affects people includes the Faerie themselves as a valid target.

Whenever Intelligence is mentioned in a dice pool for resisting these Cantrips, a Vampire can instead use their Auspex rating or their Awareness (Instinct) skill.

Rank 1

Trick of the Light

The Faerie subtly alters the appearance of an object or person. This Cantrip can make a \$1 bill look like a \$100 bill, rock music sound like jazz music, or make the Faerie look human, but cannot create drastic changes or illusions that challenge rational thinking.

■ **Cost:** Free

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** A subtle illusory change automatically works. If another person becomes suspicious of the illusion or the Faerie or attempts to scrutinize the Cantrip's effects for any reason, the Faerie must win a contest of Charisma + Chicanery against the target's Wits/Resolve + Intelligence to keep the illusion intact.

■ **Duration:** One scene

Rank 2

Dream Logic

The Faerie alters the mental state of the target, making it harder to challenge the Faerie's lies with rational thinking.

■ **Cost:** One

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** The Faerie adds their Chicanery rating to any non-magical attempt to lie, gaslight, or confuse. This power automatically works against mortals. Invoking this Cantrip against Vampires and other supernatural

beings requires winning a contest of Charisma + Chicanery against their Wits/Resolve + Intelligence. (Unlike Awe in the Presence Discipline, victims do not revert to their previous opinions when the Cantrip wears off.)

■ **Duration:** One scene

Rank 3

Veiled Eyes

The Faerie makes the target of the Cantrip instantly forgettable. The Faerie's targets are not literally invisible with this Cantrip, but observers decide that the obfuscated targets are not worth remembering.

■ **Cost:** One per target

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** This Cantrip allows the user to make a person, or an object roughly the size of a character or smaller, difficult to pay attention to. The Faerie pays one for each target affected.

Affected objects and people are not invisible, but they are supernaturally uninteresting. Affected people can engage in conversations with people as normal as long as the other conversationalists do not consider the conversation something suspicious. Against an observer that feels or believes that something is questionable about the affected objects or people, or that has incentive to scrutinize them, the Faerie must win a contest of Charisma + Chicanery vs the observer's Wits/Resolve + Intelligence to keep the Cantrip functioning. The Faerie must also make such a test

against a person in imminent danger of being hurt by an object or person under the effects of this Cantrip. Even on a win, the Cantrip stops working after such a person takes damage in this way.

■ **Duration:** One scene

Effigy

This Cantrip creates an illusory copy that acts on all five senses.

■ **Cost:** One

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** This Cantrip allows the user to make facsimile of an object, creature, or person, roughly the size of a character or smaller. The copy presents as outwardly identical to the original object if the Faerie has access to the object while invoking this Cantrip; otherwise, the Faerie makes a Wits + Performance check to fill in the missing details in a convincing way (Difficulty determined by how much information needs to be improvised.) (The Storyteller is encouraged to allow this roll to be succeeded at a cost if the Difficulty is not met.) If an observer has no reason to scrutinize the illusion, the Cantrip automatically works. However, the more an observer interacts with an object, the more it becomes apparent that the illusion is not real: a book has blank pages, a person can only say the same sentence over and over, food disappears from one's mouth instead of being swallowed, and so on. The Cantrip fails when the target's belief in the illusion is sufficiently challenged.

■ **Duration:** One scene or until ended by the target or the user

Rank 4

Veiled Mind

Invoking this Cantrip temporarily erases the knowledge of the Faerie and their companions from the minds of observers.

■ **Cost:** Two

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** The Faerie chooses any number of people that are paying attention to them or their allies. The Faerie erases all memory and knowledge of them and their allies from the minds of the targets. The Cantrip automatically works against mortals. Against vampires and other supernatural creatures, the Faerie must win a Charisma + Chicanery contest against the observers' Wits/Resolve + Intelligence

■ **Duration:** One scene or until voluntarily ended

Rank 5

Lost in the Mists

■ **Prerequisite:** Effigy

A Faerie using this Cantrip can replace most of a target's sensory input with hallucinations.

■ **Cost:** Two

■ **Dice Pools:** Charisma + Beguilement vs Wits/Resolve + Intelligence

■ **System:** Roll a contest of Charisma + Beguilement vs a target's Wits/Resolve + Intelligence. On a win, the target's experiences are temporarily replaced with hallucinations. The hallucinations only affect the target and present sight, sound, and smell, but are not tangible. If the target has no reason to scrutinize the illusion, the Cantrip automatically works. However, the more an observer interacts with their environment, the more it becomes apparent that the illusion is not real, following the mechanics of the Effigy Cantrip. The objects and people in the scene cannot cause physical damage to the target, but they can cause willpower damage to the target or cause the target to experience physical damage from a real object being obfuscated by the hallucinatory experience, such as by falling or being struck. Taking physical damage this way ends the Cantrip.

■ **Cost:** One scene or until ended by the target or the user

Cantrip Art: Candor
An Art inspired by Contracts and Naming in **Changeling: The Dreaming (V20)**

This path is inspired by the Contracts and Naming Arts in **Changeling**. Contracts Cantrips enforce consequences of violating one's promises. Naming Cantrips represent deep knowledge about an object or person based on an understand of their names. This Art of Candor pulls inspiration from both of those Arts and represents the power inherent in language and the consequences of being careless or deceitful with language. For all Cantrips here, a statement is only considered a lie if the one uttering the statement believes it is false; these Cantrips do not detect or punish those that are acting honestly but with mistaken beliefs.

This Art introduces the keyword **Geas** which has the following mechanics, similar to Wards from Blood Sorcery Rituals:

A **Geas** has a condition that triggers it which is elucidated in the Cantrip that causes the Geas. The first time the target triggers the Geas, they take one point of Aggravated Health damage as something like an electric shock affects the target's mind and body. They know intuitively what the action was that triggered the Geas, and they are prevented from performing the action in whichever way the Storyteller chooses. If the target wants to perform the action despite the Geas's effects, they must spend a point of Willpower and then win a Stamina + Resolve test (Difficulty 4) to make the attempt.

Rank 1

Liar's Bell

Faeries with this Cantrip have an uncanny ability to detect lies.

- **Cost:** Free
- **System:** The Faerie adds their Candor rating to all tests to determine if a target is lying or has hostile intent. On a critical win that detects a lie, a Geas is placed on the target, triggered by lying to the Faerie.
- **Duration:** Passive

Rank 2

Pact

Invoking this Cantrip infuses a promise with supernatural strength.

- **Cost:** Free
- **System:** Any number of consenting people agree to make a promise (or vow, contract, pact, and so on) to each other. They each have a Geas placed on them, triggered by breaking the promise made. Whenever the affected people engage in teamwork (**V5** p. 122) towards an aim relevant to the promise made, the group engaging in the activity may add one die to the pool in addition to the additional dice added by teamwork.

People consenting to Geas must know that the Faerie is arbitrating or bearing witness to the promise being made, though they do not have to know that the arbiter has any supernatural abilities or that the promise is being given supernatural strength.

- **Duration:** One story, or until the promise is fulfilled or becomes irrelevant

Rank 3

Casual Contract

Invoking this Cantrips punishes those that are careless with their words around the Faerie.

- **Cost:** One
- **System:** This Cantrip can only be used in response to a target making a promise. The promise does not have to be deliberate or involve a formal vow—this Cantrip also can be used against idle boasting (I'll slap that Faerie if she gets anywhere near my car), careless commitments (I wouldn't miss it for the world), sarcastic rejoinders (Oh, I'll be there, there's nothing I'd like more than to go to one of your parties) or figures of speech (if you win the beauty pageant, I'll eat my hat). A Geas is placed on the target, triggered by breaking their promise.
- **Duration:** One story

Rank 4

Blarney

Invoking this Cantrip temporarily changes the reality of a person or an object by praising or insulting them.

■ **Cost:** One per target

■ **Dice Pools:** Charisma + Candor

■ **System:** The Faerie compliments or insults each target in a way suggestive of the Attribute or function being influenced. For each person so affected, one Attribute of the Faerie's choice is increased or decreased by the margin on a Charisma + Candor test (Difficulty 4) (to a minimum of 1). When used on objects, the functionality and usefulness of them are increased or decreased in some meaningful way at the discretion of the Storyteller.

■ **Duration:** One scene

Rank 5

Sacred Vow

This Cantrip gives long-lasting gifts to those who make a sincere vow declaring allegiance or conviction.

■ **Cost:** Two per person, or three per all the PCs in a player group

■ **System:** A person or group make a vow to pursue, uphold, or support someone or something important. A Geas is placed on each person targeted. At most one

time before the end of the current story, any target can supersede the Storyteller's narration of events, within reason, in exactly one of the following ways, if their actions are in pursuance of their vow:

Cry for Aid: An Ally, Mawla, or similar happens to be very close by and able and willing to come to your aid

Just in Time: When the circumstances dictate that the target would be late, the target is on time instead.

Tinker: When attempting to Craft an object or structure, supplies and tools to do so are readily available. The target can add two automatic successes to the associated Craft test.

Favor of the Mists: One roll can be given a modifier by adding three dice or by lowering a Difficulty by 2, as described in Vampire (p. 120)

Second Chance: The target can re-roll any one roll.

Arcadian Inspiration: The target has sudden insight on a path, clue, or blazing inspiration that will help the target make a decision or find a solution. The exact form this takes is up to the Storyteller.

Once one of the above boons is used, no other boons can be chosen by any of the targets. The Geas nevertheless remains on the target.

■ **Duration:** One story, or until the promise is fulfilled or becomes irrelevant

Hedge Magic: The Path of Fortune

A Hedge Magic Path inspired by Curses in **The Hunters Hunted II**

These Numina alter the luck around a target, for better or for worse. Using these powers requires focusing on positive or negative emotions while thinking about the target, perhaps accompanied by prayer or arcane hand gestures. The Path of Fortune in this text is a replacement for the Path of Curses in **HH2**. Powers here are inspired by abilities in the **Chronicles of Darkness** setting: Mysteries of Fortune used by Witches in Chronicles of Darkness's **Witch Finders** and **Second Sight**. If a Numen has two modes, **Weal** and **Woe**, learning the Numen allows the Hedge Magician to use both the **Weal** mode and **Woe** mode of the Numen.

Rank 1

Hand of Fate

The Hedge Magician can temporarily change the fortunes of other people, causing them good or bad luck.

■ **Cost:** Free

■ **System:**

□ **Weal:** The Hedge Magician can always use the teamwork action (**Vampire** p. 122) even if they do not have one dot in the Skill involved and even if the action is not normally conducive to teamwork.

□ **Woe:** The Hedge Magician can add their rank in Fortune to rolls using the block action (**Vampire** p. 297).

■ **Duration:** Passive

Rank 2

Charm // Hex

This Numen changes the nature of a physical object to bring good or bad luck to the user of the object.

■ **Cost:** One

■ **System:** The Hedge Magician needs to be in physical contact with a physical item to be influenced. Using this Numen requires focusing on the object to be influenced for one turn, during which the Hedge Magician can do nothing else. Actions utilizing that item are affected in the following way:

□ **Weal:** When using the object to do an action requiring a test, the user adds one die to the roll.

□ **Woe:** When using the object to do an action requiring a test, the user subtracts a number of dice equal to the half the Hedge Magician's rank in Fortune (rounded down).

Once a target has used a charmed or hexed object once, the Storyteller can secretly roll a Wits/Resolve + Occult test (Difficulty 5) to ascertain that there is something

supernatural about the object. Make a new test every time the target uses the effected object, lowering the Difficulty by 1 each time. This Numen can also be detected by powers in the Auspex Discipline and similar abilities.

A Hedge Magician can only have one object affected by Charm // Hex at any given time unless they have the Rank 5 power Aura of Fate.

Duration: One scene

Rank 3

Fickle

The Hedge Magician attempts to introduce coincidences to alter the consequences of others' actions.

■ **Cost:** One

■ **System:** This Numen is activated reflexively when they see another person attempting an action that requires a test (but not a contest). If the target could themselves use a point of Willpower to reroll dice on the test, the Hedge Magician can spend their own Willpower to have the target reroll the test in the same way. The target can then choose to use their own Willpower to reroll (even if the target already used a Willpower to reroll prior to the Hedge Magician using this Numen).

■ **Duration:** N/A

Rank 4

Boon // Bane

The Hedge Magician focuses on the near future of a target, attempting to cause something lucky or unlucky to happen.

■ **Cost:** Two

■ **Dice Pools:** Resolve + Fortune vs Wits + Composure

■ **System:** The Hedge Magician must have line of sight to the target, or else have a highly personal object relevant to the target. The Hedge Magician chooses whether to use Weal or Woe. Using this Numen requires focusing on the person to be influenced for one turn, during which the Hedge Magician can do nothing else. While the Numen is active, the Hedge Magician reflexively invoke one of the following modes in response to a target making a test, affecting exactly one dice roll, after which the Numen's effects end. The Hedge Magician rolls Resolve + Fortune vs the target's Wits + Composure (even if the target is willing). On a win, the Hedge Magician can manipulate the target's test, changing failures to successes or vice versa, in the following way:

□ **Weal:** Turn a number of failures into successes based on the margin of the contested Fortune roll, up to a maximum of a win margin of one.

□ **Woe:** Turn a number of success into failures based on the margin of the contested Fortune roll, up to a maximum of a loss margin of one.

■ **Duration:** One scene

Rank 5

Aura of Fate

The Hedge Magician's Fortune Numina now can apply to multiple targets.

■ **Cost:** One in addition to the cost of the Numen amplified

■ **System:** The Hedge Magician can amplify their Fortune Numina to a number of objects or targets equal to their rank in Fortune, rather than only a single target. (If a Numen states that its effects ends once the Numen is activated, having additional targets still does not grant additional activations of the Numen. If a Numen states that the Hedge Magician must choose between Weal and Woe, Aura of Fate does not allow the Hedge Magician to use Weal and Woe of the same Numen simultaneously.)

■ **Duration:** Passive

Hedge Magic: The Path of Scrying

A Hedge Magic Path inspired by the Path of Divination and the Path of Psychometry in *The Hunters Hunted II*

This Path is based on the Path of Divination Numina of Hedge Magicians and the Path of Psychometry Numina of Psychics. Auspex's Scry the Soul power is intentionally omitted—it would too easy to determine whether or not the target is a vampire with that Numen. Oneiromancy Numen is based on the Abyss Mysticism ritual Commune with the Abyss from *Lore of the Clans* (p. 127).

Rank 1

Clairvoyance

The Hedge Magician is able to sense supernatural phenomena hidden in plain sight.

- **Cost:** Free
- **Dice Pools:** Wits + Scrying or Resolve + Scrying
- **System:** As the Auspex discipline power Sense the Unseen in **V5** (p. 249).
- **Duration:** Passive

Rank 2

Claircognizance

This Numen allows the Hedge Magician to glean information about hidden facts or about the future.

- **Cost:** Free or One
- **Dice Pools:** Resolve + Scrying
- **System:** As the Auspex Discipline power Premonition in **V5** (p. 249).
- **Duration:** Passive

Rank 3

Retrocognition

This Numen shows the Hedge Magician what happened in the past at the mortal's present location.

- **Cost:** One for each year the Hedge Magician is trying to look backwards in time
- **Dice Pools:** Resolve + Scrying
- **System:** As the Blood Sorcery ritual Eyes of the Past in *The Chicago Folios* (p. 172).

- **Duration:** One scene

Rank 4

Clairtangency

The Hedge Magician makes physical contact with an object or a location and gleans information about its past.

- **Cost:** Two
- **Dice Pools:** Resolve + Scrying
- **System:** As the Auspex Discipline power Spirit's Touch in **V5** (pp. 250-251).
- **Duration:** One turn

Rank 5

Oneiromancy

The Hedge Magician enters a deep sleep, seeking knowledge of secrets in their dreams.

- **Cost:** Free
- **Dice Pools:** Resolve + Scrying
- **System:** The Hedge Magician focuses on a question they want answered as they enter a deep sleep using drugs, incense, or the like. Until the answer is divined, the Hedge Magician is effectively comatose and cannot be woken up until the dawn after the answer is ascertained in the Hedge Magician's dream.

Succeeding at this Numen is done through an extended test (**V5**, p 284), with one roll allowed every 12 hours. This Numen cannot be ended until the test is completed. The Hedge Magician does not need to eat or drink while using Oneiromancy.

- **Duration:** Until the answer is divined

Hedge Magic: The Way of Séance

A Hedge Magic Path inspired by the Via Necromantiae in **The Hunters Hunted II**

This Path involves Spirits, thus, I will come back to it when Cult of the Blood Gods is finished and establishes V5 rules and mechanics for spirits.

Psychic Phenomenon: Technopathy
A Numina Path inspired by Cyberkinesis in **The Hunters Hunted II**

This path is inspired by the Cyberkinesis path in **Hunters**. Ideas were also borrowed from Chipotlechris's *Powerslaves: A Tome of Sorcery* homebrew of Blood Sorcery rituals. The objection to the original term is pedantic rather than philosophical; -kinesis as a suffix means "relating to movement," whereas -pathy is from the Greek "pathos," loosely translated as "emotion." Technopaths are Psychics that can control electronic devices with their thoughts. These powers are authored with a certain level of technological sophistication in mind and are not suitable for chronicles set too far in the past. Psychics using these powers should postdate the ubiquity of printed circuit boards and microchips.

Whenever the word "**device**" is used in this document the intent is an electronic device of sufficient sophistication to be interesting. It probably only refers to electronics that have memory and storage. A device's "**complexity**" is a subjective measure of how much psychic information is intrinsic to the device's function.

Rank 1

Knack

The Psychic has a preternatural insight into how to use devices.

- **Cost:** Free
- **Dice Pools:** Intelligence + Technopathy
- **System:** The Psychic adds their Technopathy rating to all rolls to manipulate devices. Additionally, the Psychic can use physical contact with the device in lieu of an input device such as a keyboard or mouse.
- **Duration:** Passive

Rank 2

System Failure

This Numen causes an electrical surge that disables or breaks a device that the Psychic touching.

- **Cost:** One
- **Dice Pools:** Intelligence + Technopathy
- **System:** The Psychic makes an Intelligence + Technopathy roll versus a Difficulty depending on the complexity of the device. On a success, the device is rendered inoperable until the Psychic touches the device with the intent to end the effect of the Numen. Anyone can attempt to reactivate the device by spending a turn fiddling with the device, making an Intelligence + Technology test (Difficulty equal to the margin of the Numen).
- **Duration:** Until ended

Rank 3

Code Injection

The Psychic can psychically insert malicious code into a device with only physical contact.

- **Cost:** One
- **Dice Pools:** Intelligence + Technopathy
- **System:** In order to attempt the Numen, the Psychic must have the (usually malicious) code written in advance and stored on a flash drive or similar. While touching the device to be manipulated, the Psychic makes an Intelligence + Technopathy against a Difficulty dependent on the system's security. (If the device is part of a network actively being monitored, a conflict might be more appropriate than a test.) On a success the code is injected as if through a security vulnerability in the device's software.
- **Duration:** N/A

Rank 4

Reboot

A Psychic using this Numen causes a temporary disruption of all powered-on devices in the area.

- **Cost:** Two
- **System:** No roll is required. The psychic sends out a pulse of disruptive energy that turns off all devices in a 100-meter radius, and then turns them on.
- **Duration:** N/A

Rank 5

Singularity

This Numen grants the Psychic full control over a device within line of sight.

■ **Cost:** Two

■ **System:** To use this Numina, the Psychic must be able to see the target device, though visibility through a live electronic video feed is sufficient. The Psychic makes an Intelligence + Technopathy roll versus a Difficulty depending on the complexity of the device. On a success,

the Psychic can access and control that device and any device connected to it through a direct, cabled connection. Accessing and reading data requires no further rolls, even if the data is encrypted or behind security. Manipulating or altering data requires a Resolve + Technopathy roll at a Difficulty depending on the nature and scope of the manipulation.

■ **Duration:** One scene

Psychic Phenomenon: Telekinesis
A Numina Path inspired by Telekinesis in **The Hunters Hunted II**

These powers allow the hunter to use psychic powers to manipulate physics with thoughts and force of will. Narrative descriptions of these Numina might involve glowing force fields, purple or blue flashes of light, eyes temporarily changing color, tendrils of white smoke or trails of light motes coming out of the Psychic's hands, or sound effects from campy sci-fi movies.

Rank 1

Kinetic Barrier

This Numen increases the durability of the Psychic by creating a tangible barrier of force that absorbs damage.

- **Cost:** Free
- **System:** Like the Fortitude Power Resilience in **V5** (p. 258)
- **Duration:** Passive

Mind's Hand

- **Cost:** Free
- **System:** Like the Thin-Blood Alchemy power Far Reach in **V5** (p. 284) except this Numen only works on objects weighing 5 kg or less and does not require any Willpower expenditure even to keep the object in mid-air for multiple turns.
- **Duration:** One scene or until voluntarily ended

Rank 2

Psychokinesis

The Psychic uses their mind to grab, hold, push, or throw objects or people without touching them. This Numen requires line of sight to the targets.

- **Cost:** One
- **Dice Pools:** Resolve + Telekinesis vs Strength + Athletics
- **System:** The Psychic can mentally manipulate objects from a range of 5 meters per rank of Telekinesis that weigh no more than 35 kg per rank. Throwing objects at opponents is a ranged attack using an offensive dice pool of Resolve + Telekinesis with the damage modifier depending on the weight and nature of the object being tossed, at the Storyteller's discretion.

Trying to move someone actively resisting requires a contest of Resolve + Telekinesis vs Strength +

Athletics. On a win, the Psychic can pull the victim to within grabbing or brawling range. The Psychic can also throw an opponent one meter for each point of margin on the contest, doing an equal amount of Superficial damage.

- **Duration:** One turn

Rank 3

Haptic Rebuke

The Psychic returns physical damage back on the attacker.

- **Cost:** One
- **System:** Every time the Psychic receives Health damage, the Psychic automatically does that many Superficial Health Damage to the attacker, up to a maximum of their Telekinesis rating. If endangered unexpectedly, the Psychic can activate this power reflexively with a Wits + Awareness (Instinct) test (Difficulty 3).
- **Duration:** One scene

Rank 4

Gale of Force

The Psychic sends a surge of mental energy power enough to upend or toss large and heavy objects, or to slam an opponent into walls, furniture, etc. This Numen requires line of sight to the target.

- **Cost:** Two
- **Dice Pools:** Resolve + Telekinesis vs Dexterity + Athletics
- **System:** The Psychic throws an object or person weighing up to 50 kilograms per Telekinesis rank in any direction. Trying to move someone actively resisting requires a contest of Resolve + Telekinesis vs Dexterity + Athletics. The target is thrown 1 meter for each point of margin on the contest and takes that many points of

non-halved Superficial damage from hitting objects or surfaces. If the target takes damage this way, they land prone. On a critical win, they are Stunned, and must spend a Willpower point or lose a turn (**Vampire**, p. 303).

■ **Duration:** Instantaneous

Rank 5

Tempestuous Will

The Psychic sends forth a shockwave of psychic force, throwing their opponents prone and potentially damage their environment.

■ **Cost:** Two

■ **System:** As the Protean ability Earthshock in **V5** (p. 265).

■ **Duration:** One use

Psychic Phenomenon: Telepathy

A Numina Path inspired by Telepathic Merits in *Second Sight*

Telepathy is the ability to read minds and to project one's own thoughts and emotions into the mind of another. Telepathy as a Psychic Phenomenon is mentioned several times in *The Hunters Hunted II*. Its intended inclusion is most obvious on page 35 where it is implied to be elucidated in between the Path of Pyrokinesis and the Path of Telekinesis. There are no abilities or descriptions of Telepathy Numina in the book. The adaptation of the path presented herein is based on Telepathy as described in *World of Darkness: Second Sight*, a sourcebook for *Chronicles of Darkness*. Animalism's Sense the Beast power is intentionally omitted—it would be too easy to determine whether or not one the target is a vampire with that Numen.

Telepathy Numina follow the rules of the Auspex power Telepathy (V5, p. 252) with regards to when a roll is needed, line of sight, eye contact, consent of the target, and the additional cost to use these Numina on a supernatural being rather than on a mortal.

Empathy

The Psychic is able to sense the emotional state of their target.

■ **Cost:** See below

■ **Dice Pools:** Intelligence + Telepathy vs Wits + Subterfuge

■ **System:** Taking this Numen allows you to add your Telepathy rating to all Insight rolls. In addition, Psychic can attempt to read the mood of any target within line of sight by spending one (plus one Willpower vs non-consenting supernatural creatures) and winning in a contest of Intelligence + Telepathy vs Wits + Subterfuge.

■ **Duration:** One turn

Rank 2

Thought Projection

This Numen places the Psychic's thoughts in the mind of the target.

■ **Cost:** One

■ **Dice Pools:** Intelligence + Telepathy vs Wits + Subterfuge

■ **System:** The Psychic makes an Intelligence + Telepathy vs the target's Wits + Resolve. On a win, the Psychic imparts one short sentence or a simple idea into the mind of any target within line of sight. The target recognizes that this is an intrusion rather than the target's own thoughts and can recognize whether

Rank 1

subsequent usage of this power on the target are from the same Psychic or a different one.

Someone on friendly terms with the Psychic who knows about Telepathy can decide not to resist this Numen.

■ **Duration:** Roughly one minute per cost paid. Increased to a full scene on consenting subjects.

Rank 3

Mind Reading

The Psychic can read the target's mind.

■ **Cost:** One (plus one Willpower vs non-consenting supernatural creatures)

■ **Dice Pools:** Intelligence + Telepathy vs Composure + Subterfuge

■ **System:** The Psychic makes an Intelligence + Telepathy vs Composure + Subterfuge roll on a target within line of sight. (Unless the target consents, in which case no roll is required.) On a win, the Storyteller truthfully answers a number of questions equal to the margin of the roll about the target's surface thoughts, intents, and desires. A critical win allows the Psychic to discover something unexpected, as determined by the Storyteller.

The Psychic can attempt to probe the target's mind for deeper thoughts such as forgotten information or subconscious desires, but only on a consenting target. (Memories erased using Dominate or other supernatural memory-altering abilities cannot be recovered this way.) Using Mind Reading this way requires an Intelligence + Telepathy test (Difficulty determined by how well

hidden or embedded the desired information is in the target's mind) and an environment where both the Psychic and the target can give their full attention to the process.

■ **Duration:** Storyteller's discretion

Rank 4

Telepathic Communication

■ **Prerequisite:** Thought Projection

The Psychic can engage in two-way telepathic communication.

■ **Cost:** One per target

■ **System:** The Psychic can initiate a telepathic communication with a target within line of sight; the Numen fails if the target decides not to allow the intrusion. The Psychic can communicate messages and information as complex as could be described in mundane conversation. The Psychic cannot perceive any thoughts other than those the target wishes to send unless the Psychic uses this Numen simultaneously with Mind Reading and only if the target is willing. Multiple

targets can be brought into the same communication by paying the cost for each target.

■ **Duration:** One scene, or until line of sight is broken

Rank 5

Telepathic Rapport

TeleThe Psychic can establish a permanent mental link with others.

■ **Cost:** No additional cost

■ **System:** The Psychic and a target can decide to form a mental link with each other. Anyone linked to the Psychic this way can be the target of a Telepathy Numen from any distance and without needing line of sight. Forming a bond this way requires one scene of concentration from all parties joining the bonded group. A Psychic can have a number of bonds simultaneously active equal to the Psychic's dots in Intelligence (or up to the size of the group of characters working together, if the narrative benefits such.) A party can choose to leave the bonded group by spending a scene concentrating on breaking the bond.

■ **Duration:** As long as desired

Hedge Magic: The Path of Telesmatics

A Hedge Magic Path inspired by the Alchemy in **The Hunters Hunted II**

Telesmatics is the study of talismans. This Path is based on the Path of Alchemy numina of Hedge Magicians. As Alchemy is associated with Thin-Bloods in V5, I have replaced the potion concept with those of crystals and talismans. Like Thin-Blood Alchemy, the potency of a fetish depends on the number of successes on an imbue roll, analogous to a distillation roll. This is not a roll made versus a Difficulty—the power of the fetish scales with the number of successes.

SUCCESSSES	EFFECT OF THE TALISMAN
2	Effect weak or unpredictable
4	Effect works as intended
6	Effect increased in potency

More mechanics for creating talismans can be taken from Thin-Blood Alchemy mechanics with regards to adding or subtracting dice from the imbue roll if this Numina is to be used by PCs. If you want to design mechanics for this Hedge Magic Path to be used by PCs, send me a message on Discord! In the meantime, there is only one modifier that is important for increasing the size of an SPC's imbue dice pool:

- Add any number of dice, at the Storyteller's discretion, if a MacGuffin is used as an ingredient

Coming Soon...

Psychic Phenomenon: Thermokinesis

A Numina Path prompted by Pyrokinesis in **The Hunters Hunted II**

This path is inspired by the Pyrokinesis Path in **Hunters** but is not an adaption of said Path. ("Thermokinesis" is a term borrowed from the Original *Charmed* television series; the word is clearly meant to parallel the structure of "telekinesis." If I were pedantic, I would point out that the more correct parallel to the word "telekinesis" would be "telethermia.") The Numina here are my own ideas for the most part. The intended theme of Thermokinesis is the psychic manipulation of heat in a very precise and deliberate fashion with no risk of collateral damage. These Numina have Composure as the primary Attribute by default, but this can be replaced with another Attribute if desired.

These powers are subtle and are mostly in the mind of the Psychic and their opponents. To notice that these Numina are being used at all should require a Wits + Awareness (Instinct) or Wits + Auspex at a Difficulty depending on how dark and cold the surroundings are. Successfully detecting the Numen in use should have the players notice some glow or aura that they somehow did not pay attention to until that point. Calling attention to the glow allows others to notice the Numen without having to make a test, as does taking damage from a Numen.

Though the description of these powers mention fighting vampires, the powers can be adapted to affect any supernatural creatures with a weakness to fire.

Rank 1

Withering Gaze

The Psychic's eyes burn with intense emotion, giving them supernatural acuity and fierceness.

■ **Cost:** Free

■ **Dice Pools:** Composure + Thermokinesis vs Stamina + Composure

■ **System:** The Psychic can infuse their eyes with supernatural heat, allowing them to ignore any sight penalties imposed by darkness, including supernatural darkness.

A Psychic with Withering Gaze active is resistant to supernatural abilities that require eye contact such as most Vampiric powers from the Dominate discipline. The Psychic counts as an actively resisting victim with respect to contests made to resist these powers. If such an ability is attempted against the Psychic, the Psychic rolls a contest of Composure + Thermokinesis vs Stamina + Composure as if the target were resisting a Discipline. On a win, the opponent's power fails, and the vampire counts as Willpower Impaired for the rest of the scene. On a critical win, the vampire must also make a terror frenzy check (Difficulty 3).

■ **Duration:** One scene unless ended voluntarily before that

Rank 2

Fuse

The Psychic remotely cuts through metal objects or surfaces within their line of sight.

■ **Cost:** One

■ **System:** The Psychic chooses an object or surface they can see made of metal (or other types of materials at the Storyteller's discretion.) They can cut through that surface with force of will as if there were a focused heat being etched into the object or surface being targeted. The speed, efficacy, and precision of this Numen is equivalent to using a mundane oxygen and acetylene cutting torch with a 3,500 °C flame. Though this Numen is as difficult to detect as other Numina of this path, the incandescence of the metal being heated might be clearly visible. Any observer trying to determine the source of the effect must make the usual test to detect Psychothermic Numina.

This Numen has no effect on living or unliving creatures. Using this power requires great concentration while remaining undisturbed by external stimuli, making it unsuitable for use during combat or other hectic scenarios. If the Psychic experiences a short temporary disturbance while using this Numen, they must make a test of Composure + Resolve against a difficulty depending on the severity of the disturbance. On a failure, the Psychic must spend another Willpower if they desire to continue using this Numen.

■ **Duration:** Until ended, voluntarily or involuntarily

Rank 3

Touch of Radiance

The Psychic using Touch of Radiance infuses their hands with thermal radiation, causing severe burns when making physical contact with an opponent.

■ **Cost:** One

■ **System:** As the Oblivion power Touch of Oblivion in *Chicago by Night* (pp. 294-295).

■ **Duration:** One turn

Rank 4

Heat Metal

The Psychic alters their opponents' perception, raising the heat energy of metal weapons as perceived by the combatants.

■ **Cost:** Two

■ **System:** While this Numen is active, when the Psychic is attacking using metal projectiles, missiles, or melee weapons, they can have the weapon deal Aggravated Damage with a damage modifier of +0. Furthermore, called shots attempting to disarm an opponent wielding metal weapons can be made without the called shot penalty.

■ **Duration:** One scene

Rank 5

Fever Dream

The Psychic inserts a vivid nightmare into the mind of the target, invoking supernatural burns throughout the victim's body.

- **Cost:** Two
- **Dice Pools:** Composure + Thermokinesis vs Stamina + Composure
- **System:** As the Blood Sorcery Discipline power Cauldron of Blood in **V5** (p. 274), except the power only works on sleeping or unconscious targets.
- **Duration:** N/A

Hedge Magic: The Path of Vitality

A Hedge Magic Path inspired by the Path of Healing in **The Hunters Hunted II** and **Obeah** in **V20/DA V20**

This Path is based on the Path of Healing Numina of Hedge Magicians. As is suggested in *Hunters Hunted II*, these Numina are suitable both as a Psychic path or as a Hedge Magic path. I have renamed the Path of Healing to the Path of Vitality as a nod to the Salubri, as “vitality” is roughly a synonym of “salubrity.”

Rank 1

Physician's Insight

The Hedge Magician's beliefs grant them superlative skill in basic medicine and first aid.

- **Cost:** Free
- **System:** The Hedge Magician adds their Vitality rating to all Medicine tests. The Hedge Magician does not need any physical supplies to provide first-aid.
- **Duration:** Passive

Rank 2

Recuperate

This Numen accelerates a living body's natural healing abilities.

- **Cost:** One
- **System:** The Hedge Magician spends a scene whispers soothing words or sings while tending to the afflicted. By focusing on the patient's physical ailments, the Hedge Magician completely heals any injury, illness, or condition that would otherwise naturally resolve after a week of adequate medical care. If the target is experiencing acute stress, fear, or altered mental states from an event that has not caused long-term trauma, this Numen assuages them and any associated Willpower damage. At the Storyteller's discretion, this Numen can accelerate the recovery of non-critical ailments that take a long time to heal mundanely, such

as a broken arm or post-viral fatigue. (This ability has no effect when used on the undead.)

- **Duration:** N/A

Rank 3

Lay on Hands

The Hedge Magician uses their talents to heal even severe wounds.

- **Cost:** One per Aggravated damage healed
- **System:** The Hedge Magician's hands emit a warm and comforting heat and light that heals the target when touched. Aggravated Health or Willpower damage is converted to Superficial Health or Willpower damage respectively, totaling not more than the Hedge Magician's rank in Vitality. The Hedge Magicians takes Superficial Health or Willpower damage equal to the damage converted this way. This Numen can also help the target recover from Crippling Injuries (**Vampire** p. 303) by having the Hedge Magician accept some corresponding injury of lessened intensity. At the Storyteller's discretion, this Numen might heal ailments that are not the result of physical or psychological trauma, such as being poisoned or diseased.
- **Duration:** N/A

Rank 4

Shepherd's Watch

The Hedge Magician creates a barrier of force encircling and protecting them and those under their care.

■ **Cost:** Two

■ **Pools:** Resolve + Vitality vs Willpower

■ **System:** The Hedge Magician creates an invisible (or barely visible) barrier of force that forms a three-meter radius sphere around the user and anyone adjacent to them. The barrier moves with the Hedge Magician. Those inside the barrier when it was erected can freely pass through it from both sides. Anyone else must win a Willpower contest vs the Hedge Magician's Resolve + Vitality to enter the barrier from the outside. This Numen does not prevent projectiles and held objects from passing through the barrier, but anyone inside the sphere gains an additional 2 Armor (See **Vampire** p. 304) against such attacks.

■ **Duration:** One scene or until intentionally ended

Rank 5

Mens Sana et Corpore Sano

The Hedge Magician is able to heal grievous physical and psychic trauma in others by merely a touch and a thought.

■ **Cost:** Two

■ **System:** The Hedge Magician touches the target to be healed. All Superficial Health and Willpower damage is instantly healed, as is any crippling injury that would heal on its own given enough time and care. (see **V5** p. 303). Any Aggravated Health and Willpower damage is instantly downgraded to Superficial Health and Willpower damage, and any crippling injury that would not otherwise heal becomes an injury of lesser severity that would heal on its own given enough time and care. All Aggravated damage assuaged this way causes an equal number of Superficial damage in the Hedge Magician, and any unhealable crippling injury causes a corresponding recoverable crippling injury in the Hedge Magician.

■ **Duration:** N/A